③

```
#include<stdio.h>
int main()
{
  int k,n;
  printf("Enter N:");
  scanf("%d",&n);
  for(int i=1; i<=n;i+
  {
  {k=1;
  for(int j=1;j<=i;j++
    {
      printf("%d",k);
    }
      printf("\n\n\n"
}
```

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Expt. No. 4

```
# include <stdio.h>
int main( )
{
  int cie, see, num;
  printf ("Enter your CIE marks");
  scanf (" %d", &cie);
  printf (" Enter your SEE marks");
  scanf ("%d", &see);
  num = (((cie * 2) + see)/20);
  if (num >= 9)
    {
      printf ("You Got S grade");
    }
else if (num >=8)
    {
      printf ("You got A grade");
    }

else if (num >=7)
      { printf ("You got B grade
    }
else if (num >=6)
      { printf ("You got C grade'
    }
```

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Expt. No. 5

```
#include <stdio.h>
int main()
{ int num1, num2, flag;
  printf("Enter first number: "
  scanf("%d", &num1);
  printf("Enter second number: "
  scanf("%d", &num2);

printf("Prime numbers between
      , num1, num2);
for(int i = num1+1; i<num2; i++
{
    flag = 0;
    for(int j = 2; j<=i/2; j++)
    { if(i%j == 0)
      {
          flag = 1;
          break;
      }
    }
  if(flag == 0)
      printf("%d\n", i);
}
  return 0;
```

Expt. No. 6

```
#include <stdio.h>
#include <math.h>
void main()
{ float area, Vol, h, r;
  int choice, y=0, a;
  while (y==0)
{
printf (" For Area and Volu
        \n 2. Cone \n 3. Sphere\
printf (" Enter your option");
scanf ("%d" &choice);
switch (choice)
{
  case 1:
      printf (" Enter Radius
      scanf ("%f", &r);
      scanf ("%f", &h);
      area = 2*3.14*r*(r+h);
      Vol = 3.4*r*r*h;
      break;

case 2:
      printf (" Enter Radius & height
```

```
case 3:
        printf("Enter radius &
        scanf("%.f", &r);
        scanf("%.f", &h);
        vol = (4 * 3.14 * r * r * r) / 3;
        area = 4 * 3.14 * r * r;
        break;
    default:
            printf("Option not a
            break;
}
 printf("The area is %.f \n", area
 printf("The Volume is %.f \n", vol

printf("\n Enter 0 to Exit and 1
    scanf("%d", &a);
    if (a==0)
    {y=1;
    }
    else if (a==1)
      {
        y=0;
      }
  }
}
```